Zensimu Accessibility Conformance Report

WCAG Edition

(Based on VPAT® Version 2.5Rev)

Name of Product/Version: Zensimu web application (play.zensimu.com), October 2026 release

Report Date: 16 October 2026

Product Description: Zensimu is a web application for hosting online business simulation games used in training and education, including a supply chain game (beer game) and a lean manufacturing game. Instructors create and facilitate sessions; participants join from a browser, make decisions each round and review results in a debrief.

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Notes: This report is a self-assessment carried out by Zensimu. It covers the Zensimu web application for both the instructor and the participant roles. The marketing website (zensimu.com) and the help centre (docs.zensimu.com) are not covered.

Revision of 16 October 2026: following customer review, the two criteria previously reported as Partially Supports, 1.4.1 Use of Color and 2.1.1 Keyboard, were remediated and re-tested and now Support. Chart series are distinguished by point markers and dot textures as well as colour, and the two features excluded from the first report (Lean game hands-on station play and the optional draw-your-forecast question) are now keyboard-operable and covered. No feature of the web application is excluded from the scope of this report.

Videos added by instructors to their own sessions are third-party content and are not covered.

Evaluation Methods Used: The evaluation combined a review of the application source code with manual testing by a tester familiar with the product, carried out in October 2026:

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Keyboard-only operation of all tested flows.

Screen reader testing with VoiceOver and Safari on macOS 26.

Browser zoom at 200% and 400%, a 320 CSS pixel wide viewport, and a text-spacing test.

Automated scanning with the WAVE evaluation tool in Chrome.

Flows tested (45 documented test steps): sign-up and log-in, instructor dashboard, session and game configuration, participant join, a supply chain game round including the planning tools, the Lean game in observer mode, debrief and results, and account settings.

Applicable Standards/Guidelines

This report covers the degree of conformance for the following accessibility standard/guidelines:

Standard/Guideline	Included In Report
Web Content Accessibility Guidelines 2.0	Level A (Yes) Level AA (Yes) Level AAA (No)
Web Content Accessibility Guidelines 2.1	Level A (Yes) Level AA (Yes) Level AAA (No)
Web Content Accessibility Guidelines 2.2	Level A (Yes) Level AA (Yes) Level AAA (No)

Terms

The terms used in the Conformance Level information are defined as follows:

- **Supports**: The functionality of the product has at least one method that meets the criterion without known defects or meets with equivalent facilitation.

- **Partially Supports**: Some functionality of the product does not meet the criterion.
- **Does Not Support**: The majority of product functionality does not meet the criterion.
- **Not Applicable**: The criterion is not relevant to the product.
- **Not Evaluated**: The product has not been evaluated against the criterion. This can only be used in WCAG Level AAA criteria.

WCAG 2.x Report

Note: When reporting on conformance with the WCAG 2.x Success Criteria, they are scoped for full pages, complete processes, and accessibility-supported ways of using technology as documented in the WCAG 2.0 Conformance Requirements.

Table 1: Success Criteria, Level A

Notes:

Criteria	Conformance Level	Remarks and Explanations
1.1.1 Non-text Content (Level A)	Supports	Images have text alternatives or are marked decorative; icon buttons are named; charts are exposed as a summary plus a data table; Lean game product figures carry a text summary of the product and the status of its operations.
1.2.1 Audio-only and Video-only (Prerecorded) (Level A)	Supports	Zensimu's videos combine narration and screen recording; a full text transcript is provided next to each video.
1.2.2 Captions (Prerecorded) (Level A)	Supports	Zensimu's own videos have human-authored, synchronised captions (not automatic), and a transcript on the page. Videos added by instructors to their own sessions are third-party content.
1.2.3 Audio Description or Media Alternative (Prerecorded) (Level A)	Supports	A full transcript is available next to each Zensimu video, and the narration describes what is shown on screen.
1.3.1 Info and Relationships (Level A)	Supports	Headings form one h1 → h2 → h3 outline per page; form labels and error messages are programmatically associated; data tables use header cells; main landmark present.
1.3.2 Meaningful Sequence (Level A)	Supports	Reading order matches visual order with VoiceOver on all tested flows.
1.3.3 Sensory Characteristics (Level A)	Supports	No instruction relies on colour, shape or position alone.
1.4.1 Use of Color (Level A)	Supports	Information is never conveyed by colour alone: states, errors and selections also use text or icons. Chart series are distinguished by point markers (diamond, square, triangle…) and subtle dot textures, also shown in the legends, as well as colour, and each chart's data is available as a table to assistive technology.

Criteria	Conformance Level	Remarks and Explanations
1.4.2 Audio Control (Level A)	Supports	Background music only starts on user action and has a mute and volume control.
2.1.1 Keyboard (Level A)	Supports	All functionality is operable from the keyboard, including order entry, the planning grids, reordering, menus, the draw-your-forecast chart (arrow keys choose a period and set its value) and Lean game station play (Tab reaches each mark the selected tool applies to; Enter or Space places the stamp exactly on target).
2.1.2 No Keyboard Trap (Level A)	Supports	No keyboard trap found; modals trap focus only while open and release it on Escape.
2.1.4 Character Key Shortcuts (Level A 2.1 and 2.2)	Supports	No single-character shortcuts. Shortcuts use Space, Enter, arrows or Escape and do not fire while a control is focused by keyboard.
2.2.1 Timing Adjustable (Level A)	Supports	The only time limit is the optional turn timer of the supply chain game, set by the session host. It is part of a real-time, multi-player round in which all participants decide within the same time, and deciding within a limited time is the purpose of the exercise (real-time and essential exceptions). The host can pause the timer or run the session without it; when it expires the round continues with an automatic order announced in advance, and no data is lost. There is no session timeout.
2.2.2 Pause, Stop, Hide (Level A)	Supports	Board animations are brief transitions triggered by a new turn; nothing moves, blinks or scrolls for more than 5 seconds automatically.
2.3.1 Three Flashes or Below Threshold (Level A)	Supports	No flashing content.
2.4.1 Bypass Blocks (Level A)	Supports	A 'Skip to main content' link is the first focusable element on every page.
2.4.2 Page Titled (Level A)	Supports	Each page has a descriptive title including the dashboard tab, game or session name.

Criteria	Conformance Level	Remarks and Explanations
2.4.3 Focus Order (Level A)	Supports	Focus order follows the visual and logical order; focus is returned to the trigger when menus, modals and inline editors close.
2.4.4 Link Purpose (In Context) (Level A)	Supports	Links and icon-only controls have descriptive accessible names.
2.5.1 Pointer Gestures (Level A 2.1 and 2.2)	Supports	No multipoint or path-based gestures; chart zoom uses buttons.
2.5.2 Pointer Cancellation (Level A 2.1 and 2.2)	Supports	Actions complete on the up-event; pointer-down is only used to start a selection.
2.5.3 Label in Name (Level A 2.1 and 2.2)	Supports	The accessible name of every control with a visible text label contains that text.
2.5.4 Motion Actuation (Level A 2.1 and 2.2)	Not Applicable	No functionality operated by device motion.
3.1.1 Language of Page (Level A)	Supports	The page language is set and follows the selected locale.
3.2.1 On Focus (Level A)	Supports	Receiving focus does not change context; focusing a planning cell opens it for editing in place.
3.2.2 On Input (Level A)	Supports	Changing a setting does not navigate or submit without the user's action.
3.2.6 Consistent Help (Level A 2.2 only)	Supports	The Help Centre entry is in the same place in the navigation menu on every page that shows it.
3.3.1 Error Identification (Level A)	Supports	Input errors are identified in text, associated with the field and announced.
3.3.2 Labels or Instructions (Level A)	Supports	All inputs have visible, programmatically associated labels.
3.3.7 Redundant Entry (Level A 2.2 only)	Supports	No step asks again for information already entered in the same process.
4.1.1 Parsing (Level A) WCAG 2.0 and 2.1 – Always answer 'Supports' WCAG 2.2 (obsolete and removed) - Does not apply	Supports	For WCAG 2.0 and 2.1, the September 2023 errata update indicates this criterion is always supported. See the WCAG 2.0 Editorial Errata and the WCAG 2.1 Editorial Errata.
4.1.2 Name, Role, Value (Level A)	Supports	Controls expose their name, role and state to assistive technology (buttons, toggle buttons, collapsible

Criteria	Conformance Level	Remarks and Explanations
		sections, menus, grid cells, number fields, and the marks on Lean game products).

Table 2: Success Criteria, Level AA

Notes:

Criteria	Conformance Level	Remarks and Explanations
1.2.4 Captions (Live) (Level AA)	Not Applicable	No live audio or video content.
1.2.5 Audio Description (Prerecorded) (Level AA)	Supports	All information shown in Zensimu's videos is conveyed in the narration, so no separate audio description track is needed.
1.3.4 Orientation (Level AA 2.1 and 2.2)	Supports	No orientation lock; usable in portrait and landscape.
1.3.5 Identify Input Purpose (Level AA 2.1 and 2.2)	Supports	Login, sign-up, profile and billing fields expose autocomplete purposes.
1.4.3 Contrast (Minimum) (Level AA)	Supports	Text contrast reviewed and corrected across the application; verified with WAVE on all tested flows.
1.4.4 Resize text (Level AA)	Supports	Tested at 200% browser zoom without loss of content or function.
1.4.5 Images of Text (Level AA)	Supports	Text is rendered as text; logos are the only images of text.
1.4.10 Reflow (Level AA 2.1 and 2.2)	Supports	Content reflows at 320 CSS px / 400% zoom. The game board, planning grid and charts scroll horizontally, as two-dimensional content permitted by the criterion.
1.4.11 Non-text Contrast (Level AA 2.1 and 2.2)	Supports	Form controls, focus indicators and board elements meet 3:1 (checked with WAVE and visually during keyboard testing).
1.4.12 Text Spacing (Level AA 2.1 and 2.2)	Supports	Tested with the text-spacing bookmarklet; no clipping or overlap.
1.4.13 Content on Hover or Focus (Level AA 2.1 and 2.2)	Supports	Tooltips appear on hover and focus, stay while hovered, and are dismissed with Escape.

Criteria	Conformance Level	Remarks and Explanations
2.4.5 Multiple Ways (Level AA)	Supports	Pages are reachable from the persistent navigation menu and the dashboard side menu; pages inside a game or session are steps in a process.
2.4.6 Headings and Labels (Level AA)	Supports	Headings and labels describe their topic or purpose.
2.4.7 Focus Visible (Level AA)	Supports	A visible focus indicator is present on all interactive elements, including SVG board elements and grid cells.
2.4.11 Focus Not Obscured (Minimum) (Level AA 2.2 only)	Supports	The focused element is never fully hidden by the navigation bar, countdown banner or cookie banner.
2.5.7 Dragging Movements (Level AA 2.2 only)	Supports	Every drag interaction has a single-pointer alternative without dragging: move buttons for reordering instruction pages and slides, arrow buttons for moving stations on the Lean map, form fields for the range of a planning adjustment, and single clicks on each period of the draw-your-forecast chart.
2.5.8 Target Size (Minimum) (Level AA 2.2 only)	Supports	Buttons, form controls and icon buttons are at least 24×24 CSS px or have sufficient spacing (checked).
3.1.2 Language of Parts (Level AA)	Supports	Interface text is in the page language; content written by instructors is user-generated.
3.2.3 Consistent Navigation (Level AA)	Supports	Navigation is in the same relative order on all pages.
3.2.4 Consistent Identification (Level AA)	Supports	Components with the same function are identified consistently (edit, remove, move, help).
3.3.3 Error Suggestion (Level AA)	Supports	Error messages state what is expected (required field, password length, value range).
3.3.4 Error Prevention (Legal, Financial, Data) (Level AA)	Supports	Destructive actions (deleting games, sessions, members, the account) require confirmation; payment is handled by the payment provider's checkout.
3.3.8 Accessible Authentication (Minimum) (Level AA 2.2 only)	Supports	Authentication is by password (paste and password managers supported) or single sign-on; no cognitive test or visible CAPTCHA.
4.1.3 Status Messages (Level AA 2.1 and 2.2)	Supports	New period, order validated, countdown warnings, the start of a Lean game, moves and save errors are announced without moving focus.

Legal Disclaimer (Zensimu)

This report describes the accessibility of the product at the date shown, to the best of Zensimu's knowledge. It is provided for information only and does not constitute a warranty or a contractual commitment.